

Sports

Snowboard Glossary

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Air-to-fakie: Any halfpipe trick in which the rider approaches the wall riding forwards, does not rotate, and lands riding backwards.

Alley-oop: Any halfpipe move in which an athlete rotates 180 degrees or more in an uphill direction (rotating backside on the frontside wall or spinning frontside on the backside wall).

Alpine snowboarding: A term most often used to describe non-freestyle snowboarding disciplines, like slalom, giant slalom and parallel giant slalom.

Andrecht: A halfpipe hand-plant in which the boarder plants the rear hand on the pipe wall and grabs the board with the front hand.

Backside: The side of the snowboard on which the athlete's heels rest; also the side a snowboarder's back faces.

Backside air: Any aerial trick performed on the backside wall of the halfpipe.

Backside handplant: A halfpipe maneuver in which the rider places his or her hands both sides of the rim.

Backside rotation: A move in which the rider places both hands or the rear hand on the rim of the halfpipe and rotates 180 degrees in the backside direction.

Backside turn: A turn in which the rider's heel edge faces the outside of the turn while the snowboard is riding on the toe edge (a right turn for a regular-footed boarder and a left turn for a goofy-footer).

Backside wall: The halfpipe wall behind the rider. This varies between regular and goofy-foot snowboarder.

Bail: Slang for a crash or fall.

Beat: Slang for bad (i.e. beat weather).

Bevel: The angle to which the snowboard edges are tuned. Alpine boards have a greater bevel than a freestyle (halfpipe) snowboard.

Blindside: A halfpipe term for any rotation in which the snowboarder is positioned blind for the takeoff or landing (can't see straight ahead) and must look over the shoulder. This increases the difficulty of a trick.

Bone: Straightening one or both legs during a halfpipe trick. Usually adds style points.

Bonk: Hitting a non-snow object with the snowboard.

Boost: A halfpipe term to describe catching air off a jump.

Burger flip: A halfpipe maneuver in which the rider approaches the backside wall riding fakie, rotates 180 degrees in the air and re-enters the pipe doing a McTwist.

Caballerial (Cab): A halfpipe trick in which the rider begins fakie, rotates 360 degrees and lands riding forward. Named after skateboarding legend Steve Caballero.

Canadian bacon air: A halfpipe move in which a rider puts their rear hand behind their rear leg, grabbing the toe edge between the bindings while straightening their leg.

Carve: A turn using the snowboard edge.

Chatter: Alpine term for when the snowboard vibrates too much, often during high speeds and through turns.

Chicken salad air: Halfpipe maneuver where a rider reaches their rear hand between their leg and grabs the heel edge between the bindings while the front leg is boned (straightened).

Coping: The edge of the lip that runs the length of the halfpipe wall.

Corkscrew: A term to describe any tight, sideways-rotating turn trick in the halfpipe.

Crail air: A halfpipe trick in which the athlete's rear hand grabs the toe edge in front of their lead foot while the rear leg is boned (straightened).

Crater: Slang term for a crash or fall.

Cripler air (Inverted 180): An aerial halfpipe move in which the rider performs a 180 degree flip. The snowboarder approaches the halfpipe wall riding forward, rotates 90 degrees in the air, flips in the air, rotates another 90 degrees and lands riding forward.

Crossbone method air: A method air trick in the halfpipe in which the back leg is boned (straightened).

Detune: To dull the edges of the snowboard, usually done around the nose and tail so they don't catch the snow.

Double grab: Halfpipe move in which a rider performs two separate grab tricks during one aerial.

Double-handed grab: Halfpipe term for a move in which the snowboarder grabs the board with both hands while in the air.

Duckfoot: A snowboard stance in which both feet point outward like a duck.

Effective edge: The part of the snowboard edge that is in contact with the snow (on the side of the board), not including the tip and tail edges.

Eggplant: Halfpipe maneuver. A one-handed 180-degree backside rotated invert in which the front hand is planted on the lip of the halfpipe wall.

Elgeurial: A halfpipe invert in which the wall is approached fakie, the rear hand is planted, the rider rotates 360 degrees backside and lands boarding forward.

Fakie: Riding backwards.

Fall line: Term for the path of least resistance and most direct line down a course (used in both alpine and freestyle snowboarding).

540 air: A halfpipe aerial maneuver in which the rider spins 540 degrees or one-and-a-half rotations.

Flat bottom: The area in the halfpipe between the two walls.

Frontside: The side of the snowboard on which the athlete's toes rest; also the side a snowboarder's front faces.

Frontside air: Any aerial trick performed on the frontside wall of the halfpipe.

Frontside rotation: When a regular-footed rider rotates counter-clockwise or a goofy-footed snowboarder spins clockwise.

Frontside turn: A turn in which a rider's toe edge faces to the outside of the turn while the snowboard is on the heel edge (a right turn for a regular-footed snowboarder and a left turn for a goofy-footer).

Frontside wall: The halfpipe wall that is in front of the rider. This varies between a regular and goofy-foot snowboarder.

Goofy-foot: Riding a snowboard with the right foot forward.

Grab: When a snowboarder grabs a snowboard edge with one or both hands.

Haakon flip: An inverted halfpipe aerial trick in which the rider approaches the backside wall riding fakie, rotates in the backside direction while spinning upside down (720 degrees in total) and lands going forward. Invented by Norway's Terje Haakonsen.

Halfpipe: The snow structure in which the halfpipe competition takes place. It consists of two walls of the same height and size with a transition area in between. Snowboarders use the walls to perform aerial tricks while moving back and forth from wall to wall.

Handplant: A move in which the snowboarder places a hand on the lip of the halfpipe wall.

Ho ho: A halfpipe term for any kind of two-handed handplant.

Indy air: A halfpipe aerial maneuver performed in the backside direction in which the rider's rear hand grabs the board between the bindings.

Invert: A halfpipe trick in which the head is beneath the board and the snowboarder balances on one or two hands.

Inverted aerial: A halfpipe trick in which the snowboarder goes airborne and upside-down.

Japan air: An aerial halfpipe maneuver in which the rider uses their front hand to grab the toe edge in between the feet while the front knee is pulled to the board.

J-Tear: An invert in which a halfpipe rider rotates 540 degrees in a frontside direction while planting one or both hands on the lip of the wall. Invented by Mike Jacoby.

Late: An extra move incorporated into a trick just before its completion.

Layback handplant: A halfpipe maneuver in which the snowboarder places the rear hand on the halfpipe lip and rotates 180 degrees in the frontside direction.

Lien air: A halfpipe trick in which the rider's front hand grabs the heel edge of the board while leaning out over the snowboard's nose. Named after skateboarder Neil Blender (Lien is Neil spelled backwards).

Lien method air: A halfpipe trick that is a cross between a lien air and a method.

Lip: The top edge of the halfpipe wall.

Lip trick: Any maneuver performed on or near the lip of a halfpipe wall.

McEgg: An invert trick in which the rider plants the front hand on the wall, rotates 540 degrees in the backside direction and lands riding forward.

McTwist: An inverted halfpipe aerial trick, named after skateboarder Mike McGill, in which the rider performs a 540-degree flip. The snowboarder approaches the halfpipe wall riding forward, goes airborne, rotates 540 degrees in a backside direction while doing a front flip, then finished riding forward.

Melonchollie air: An aerial halfpipe trick where the snowboarder reaches behind the front leg with the front hand and grabs the board's heel edge between the bindings while boning

(straightening) the front leg.

Method air: A halfpipe aerial maneuver. The snowboarder grabs the heel edge with the front hand, bends both knees and pulls the board to head level.

Michalchuk: An inverted aerial halfpipe trick named after originator Canadian Mike Michalchuk. It is an inverted maneuver done on the backside halfpipe wall in which the snowboarder does a backflip with a 180-degree backside rotation.

Miller flip: An invert in which the rider approaches the halfpipe wall riding forward, plants the right hand, does a 360-degree frontside rotation and rides out fakie (boarding backwards).

Mosquito air: A halfpipe aerial trick in which the snowboarder reaches behind with the front hand and grabs the heel edge between the bindings with the front knee bent to touch the board.

Mute air: A halfpipe aerial maneuver in which the rider grabs the toe edge with the front hand between either the bindings or front of the board.

900 air: A halfpipe aerial maneuver in which the rider spins 900 degrees or two-and-a-half rotations.

Nollie: A way for the boarder to get airborne without jumping by first lifting the rear foot, followed by the front foot as he or she springs off the board's nose.

Nose: The front tip of the snowboard.

Nose grab air: Any aerial trick in which the rider grabs the nose of the snowboard.

Nose poke air: A halfpipe term for any trick in which the rider straightens the front leg and positions or "pokes" the snowboard nose away from the body.

Nose slide: Sliding along the snow only using only the nose of the snowboard.

Nuclear air: A halfpipe trick in which the rider's rear hand reaches across the front of the body and grabs the heel edge in front of the front foot.

Ollie: A way for a rider to get air without jumping by lifting the front foot, then raising the rear foot while springing off the snowboard tail.

Palmer air: An aerial halfpipe trick in which the board is grabbed near the nose and pulled across the front of the body with the snowboard nose pointing downward. Named after snowboarder Shawn Palmer.

Phillips 66: An inverted halfpipe trick in which the rider approaches the wall riding fakie and plants the rear hand on the lip of the rim, all while doing a front flip and landing in the transition area riding forward. Named after skateboarder Jeff Phillips.

Pop tart: A halfpipe aerial move in which the snowboarder goes up the wall riding fakie and lands going forward without rotating.

Regular- footed: Riding a snowboard with the left foot forward.

Revert: A switch from riding forward to backward or vice versa.

Roast beef air: A halfpipe aerial trick in which the snowboarder grabs the heel edge between the bindings with the rear hand while boning (straightening) their rear leg.

Rocket air: A halfpipe aerial trick in which the snowboarder uses the front hand to grab the toe edge in front of the front foot while straightening the back leg with the board pointing perpendicular to the ground.

Rodeo flip: An inverted halfpipe maneuver in which the snowboarder rotates while flipping.

Rolling down the windows: A phrase to describe an unbalanced snowboarder who rotates the arms in the air while trying to recover equilibrium.

Sato flip: An inverted halfpipe trick done on the frontside wall of the halfpipe. The rider does a front flip with a 180-degree frontside rotation.

Seatbelt air: A halfpipe aerial move in which the rider uses the front hand to reach across the body to grab the snowboard tail while boning (straightening) the front leg.

720 air: A halfpipe aerial maneuver in which the rider spins 720 degrees or two complete rotations.

Shifty air: A halfpipe aerial trick in which the rider's upper and lower body are twisted in opposite directions before returning to normal.

Slob air: A halfpipe aerial maneuver in which the rider does a mute grab with the front hand while boning (straightening) their back leg and keeping the board parallel to the ground.

Snowboard cross: This event makes its Olympic debut at the 2006 Games. Athletes must navigate a difficult alpine course filled with moguls, waves and spines (jumps with 90° angles).

Stalefish air: A halfpipe aerial trick in which the rider uses the rear hand to grab the heel edge behind their boned (straightened) rear leg.

Stiffy air: Any halfpipe aerial move where a rider bones (straightens) both legs and does a grab.

Swiss cheese air: An aerial halfpipe trick in which the rider reaches the rear hand between the legs, grabs the heel edge in front of the front foot while boning (straightening) their rear leg.

Tail: The rear tip of the snowboard.

Tail grab air: Any halfpipe trick in which the rider grabs the tail of the snowboard with the rear hand.

Tail poke: Any halfpipe maneuver in which the rider bones (straightens) the rear leg and pokes the tail of the snowboard away from the body.

Taipan air: A halfpipe aerial trick in which the rider reaches behind the front foot and grabs the toe edge between the bindings and front hand, then bends the front knee to touch the board.

360 air: A halfpipe aerial maneuver in which the rider spins 360 degrees or one full rotation.

Toe edge: The snowboard edge where the toes rest.

Transition (Tranny): The curved surface of the halfpipe wall between the flat and vertical portion of the wall.

Traverse: To ride perpendicular to the fall line or across the halfpipe.

Twin tip: A type of board used in freestyle snowboarding (halfpipe) with an identical tip and tail so it can be ridden in both directions. **Vertical (Vert):** The top part of a halfpipe wall that allows the snowboarder to fly straight up in the air.

Wall: The halfpipe is composed of two walls. Snowboarders use these walls to vault themselves into the air and perform aerial tricks.

Wet cat: A 900-degree McTwist.

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